



# Tech Info Library

## Graphics Tablet: Quick.Draw (11/96)

Revised: 11/20/96  
Security: Everyone

Graphics Tablet: Quick.Draw (11/96)

=====

Article Created: 21 September 1984  
Article Reviewed/Updated: 18 November 1996

TOPIC -----

Below are two BASIC programs that demonstrate how to use Quick.Draw for the Graphics Tablet. Type both programs in, save with the titles listed below and then RUN "START.TEST". "START.TEST" will create an EXEC file and EXEC it. (See DOS manual for further information on EXEC.)

The EXEC file will load "TEST.QUICK.DRAW" above High-Res and run the program. The programs are written with the assumption the Graphics Tablet Interface is in slot 5. Line 20 of the second program controls the slot number.

DISCUSSION -----

```
10 D$ = CHR$ (4)
20 PRINT D$"OPEN START.TEST"
30 PRINT D$"WRITE START.TEST"
40 PRINT "POKE103,1"
50 PRINT "POKE104,64"
60 PRINT "POKE16384,0"
70 PRINT "RUN QUICK-DRAW"
80 PRINT "RUN TEST.QUICK.DRAW"
90 PRINT D$"CLOSE"
100 PRINT D$"EXEC START.TEST"
```

\* Save as "START.TEXT"

-----

```
5 DIM X%(500),Y%(500)
10 D$ = CHR$ (4)
20 PRINT D$"PR#5"
30 PRINT "H1,S16,R"
40 PRINT D$"PR#0"
```

```
45 D% = 1:EP% = PEEK (752) + PEEK (753) * 256
46 N% = 0
47 HGR
50 CALL EP%
60 PRINT N%
70 N = N%:  FOR I = 0 TO N:  PRINT X%(I),Y%(I):  NEXT I
100 TEXT
```

\* Save as "TEST.QUICK.DRAW"

Article Change History:

18 Nov 1996 - Reviewed for technical accuracy, revised formatting.

Copyright 1984-96, Apple Computer, Inc.

Tech Info Library Article Number:514